



RACES OF HALO

PLAYER'S COMPANION

DUNGEONS & DRAGONS

New race options to insert into your Dungeons and Dragons games



SANGHEILI

"All who walk the blessed path will find salvation, even in death.

Out of darkness, these blades will light our way.

Glory and honor guide our ascension.

On the blood of our fathers, on the blood of our sons.

The true devotee honors our name with actions, not words.

Victory is secured not from the throne, but from the frontlines.

With this sacrament of blood we journey into the divine beyond."

– Oath of Union

The Sangheili are a reptilian, sapient species that are well known for their culture based entirely around honor and glory in battle. They are tall, imposing, and intimidating, and have thrived for years on a society based entirely around a spartan warrior caste system. Sangheili are bound by their word and see death in battle as the highest accolade. Sangheili vastly prefer to live in the harshest and most inhospitable conditions possible, such as hot deserts, unpalatable swamps, and the underdark. In spite of their warlike nature, Sangheili are a highly intelligent and cultured race, and favor art, poetry and architecture.

BOUND BY HONOR, HONOR IN COMBAT

Sangheili have a code of honor that is heavily dependant on their military. Combat is Sangheili's ultimate aspiration, and warriors are epitomized as the highest form of hero in their society. To have one's blood spilt on the battlefield is nearly as desirable as spilling the blood of one's enemies. Every sangheili child is raised to be a warrior; trained with a sword to die by the sword. To lose one's life on the battlefield is a great honor for any Sangheili, and some may even go as far as to fall on their own swords in a losing battle rather than surrender and let themselves be captured. This concept of blood on the battlefield is so ingrained in sangheili society that any blood spilt outside of combat is considered dishonorable. As such, doctors are considered the lowest of the low in society, and many sangheili would much rather let their wounds fester and kill them than to seek medical help.

LARGE AND IMPOSING

Sangheili are very big creatures, among the largest medium sized creatures in existence, around 8 - 9 feet tall, and very wide. Their physiology is a cross between reptilian and hominid biology, standing on two legs with leathery, grayish skin. Their two most distinguishing features are their hands, which have two thumbs and two index fingers, and their "mouth". Their jaw consists of four separate mandibles attached to their skulls, with an upper and lower jaw that contains two mandibles each, and are lined with very sharp teeth, around six to twelve each. The top of their mouths contain sharp fangs that hang down low along their faces. They can move both sets of mandibles in a similar way that humans do, or split them apart when roaring or hissing. This gives sangheili a very imposing and frightening appearance compared to even orcs and ogres.



THE PROVING GROUNDS OF SOCIETY

Sangheili's warrior doctrine leads their societies to thrive in extremely harsh conditions that no other species would dare to set foot into. Ice covered mountains, parched deserts, and deadly swamps are some of the many environments you will find sangheili residing. These creatures' biology lends itself well to surviving uninhabitable conditions, and it is expected that any member of a sangheili society should be able to fend for themselves in such places. Sangheili coming of age trials often involve being left alone in these environments with little to nothing, and having them make their way home.

Progression in sangheili society is by merit, be it by trade or in the military. A sangheili without combat kills is a sangheili without honor, or so it is said. A sangheili promoted to the top of their society may have personally slaughtered hundreds or thousands of individuals to achieve such a status. These individuals are extremely dangerous, especially considering they likely also survived numerous assassination attempts.

Sangheili have no unified government. They are split into numerous meritocratic states, run by a clan or a pair of clans. Each clan is headed by an individual known as a Kaidon and a council of elders. Family lineage is greatly valued in sangheili society, with each having their own unique battle poem and saga wall depicting the feats and achievements of its various members during times of war. While sangheili government is patriarchal, with the council of elders and kaidon typically being male, females hold great power among their society, able to choose their own mates and being keepers of their own bloodlines. Despite this, both males and females can become warriors, although records show this is a very recent practice.

HONOR AND CUSTOMS

Sangheili generally consider other races to be inferior to them unless they share similar values to them (such as the dwarves). However, it is well known that sangheili hold great respect for honorable fighters, sangheili or not. Veterans of war are greatly revered, and most sangheili will follow their lead without question. If they are victorious over an enemy army, it is not an uncommon practice to see the sangheili welcome the defeated enemies' remaining forces into their own ranks, provided they fought with honor. This concept of honor is sometimes an obsession that has cost them many battles and wars. For example, a sangheili army that

ambushes an unarmed enemy force to announce their presence and let their adversaries have enough time to arm themselves and prepare for combat, or for the strongest warrior in a small team of sangheili warriors to challenge an entire squadron of enemy combatants alone. This sense of honor does not extend to all sangheili, however, and those without this fervor should be dealt with extreme caution.

Sangheili are swordsmen first and foremost, and will usually engage in melee combat if they can. All sangheili children are trained in swordsmanship, just in case they become honorary enough to become an honorary swordsman or aristocrats, and are considered worthy to wield one in battle. Sangheili that are allowed to wield swords can no longer marry, however, they may breed with any mate they wish, even if otherwise married, in order to pass on their "Swordsmen Genes" to their offspring.

SANGHEILI NAMES

The Sangheili place an extraordinary emphasis on names and titles, to the point where names are considered a privilege given only to those who are worthy. They regard other species by their racial name only, and will generally not address them by name unless they have proved themselves worthy. Ironically, sangheili resent having any name other than their racial name being provided to them by other species (such as the humans common terms for them, "Elites", or more derogatory terms like "Squid Face" or "Split Jaw").

A sangheili's first name is a given name that is attained at birth and persists throughout adulthood. It is followed by a family name that denotes their lineage. Some sangheili family names will be followed by a suffix. An example is -ee, an honorific that denotes a sangheili that is enlisted in the military, or -ai, a suffix that denotes honorary swordsmanship. An apostrophe in the sangheili language denotes a sound resembling a click or glottal stop.

Male Names: Arldor, Arvo, Cho, Bero, Daro, Gek, Jul, N'tho,

Sesa, Thel, Thon, Toha, Tul, Reff, Rho, Rtas, Ulff, Zef, Zel

Female Names: Akha, Cha, Erdee, Idra, 'Kwari, Mahkee, N'oraq, Pana, Rida, Ripa, Thakke, Ther, Vero, Vreema

Family Names: 'Chava, Chavam, Darsam, 'Lhar, 'Mdama, Nyon, Refum, Rolam, Sraom, Vadam, Vadum, 'Xellus

Possible Suffixes: -ee (military), -ai (swordsmanship, typically aristocratic), jar (a high imperial commanding position), nar (a high naval commanding position), -me (an artisan or distinguished civilian), -dee (an elder or kaidon)

SANGHEILI TRAITS

Your sangheili character has a bevy of traits, some trained at birth, and others refined through the warrior culture of your clan.

Ability Score Increase. Your Strength score increases by 2, and your Intelligence score increases by 1.

Age. Sangheili are a very long lived species, with elders still being fit for combat. They mature at around age 18-20 after a trial by combat, and live to be around 200 years old.

Alignment. Sangheili almost universally have a code of honor, be it personal or tied to their clans. Lineage and honor are strictly upheld, and those who break such codes are often outcast from their society. No matter their tendency for good or evil, sangheili are mostly lawful.

Size. Sangheili height ranges from 8 to over 9 feet tall, and they weigh an average of about 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

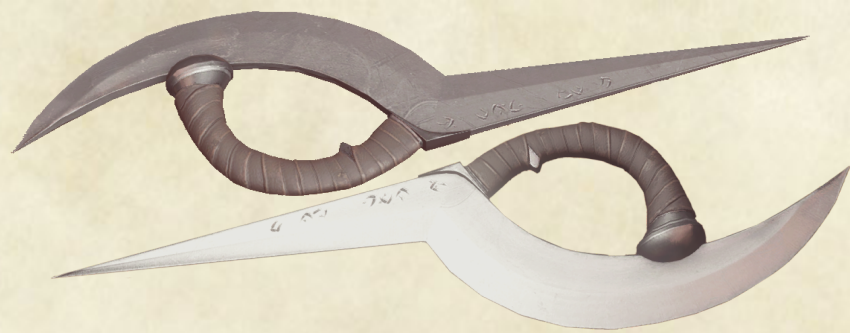
Sangheli Weapon Training. You are trained from birth to wield a particular type of sword, known as the curveblade. This sword is primarily used for ceremonial and combat purposes, and denotes a position of high achievement. You have proficiency in the curveblade.

Uncanny Athleticism. You have proficiency in the Athletics skill.

Honorable Abandon. Your innate passion for honorable combat has made you extraordinarily brave in the face of danger. You have advantage on saving throws against being frightened.

War Minded. Whenever you make an Intelligence (History) check related to the origin, story, fate, or signature armor or weapon of a fabled hero of war or a famous commander, you are considered proficient in the History skill and add double your proficiency bonus to checks made with that skill.

Languages. You can speak, read and write Common and Sangheili. Sangheili is a guttural and harsh language, with many clicks and sounds that resemble chorts and growls. Sangheili language is most well known for its infamous battle cry of "*Wort! Wort! Wort!*", which, when roughly translated into Common, means "*Go! Go! Go!*"



Battle Frenzy. Your eagerness for melee combat can manifest in a brief frenzy that activates when you are bloodied in combat. When you are at or below half your maximum hit point total (for example, when your maximum hit point total is 40 and you are at 20 or lower), you can use a bonus action to go into a frenzied bloodlust as your sword demands blood. If you are not wielding a melee weapon, you can holster your current weapon and draw one as part of that bonus action. Your next melee weapon attack made within the next 1 minute is rolled with advantage, and the first melee attack made against you within the next 1 minute has disadvantage.

THE CURVEBLADE

The curveblade is a signature melee weapon wielded by sangheili. This weapon is reserved only for sangheli of great distinction, or aristocrats. It is a fairly simple and pragmatic weapon, being made from metal folded into a thin sheet, or crafted from an extremely hard resin, that's forged into a curved blade, with a right angled handle. This blade is typically in the shape of a quartermoon. This weapon can be used both for stabbing and for slashing, and protects the wielder's hand, rendering them nearly impossible to disarm.

Each blade is inscribed with ancient sangheili proverbs. Such inscriptions are either at the hilt of the blade, on the handle, or along the length of the blade itself. A few examples of these proverbs are listed below.

- "Words are most powerful before blades are drawn."
- "The sun warms those who stand before those who kneel in their shadows."
- "Strength comes from recognizing another's weakness."
- "When night falls, even the greatest colo herder, will still smell like a colo"
- "Do not ignore the words of those who saw the sun before you."
- "No blade is sharp enough to cut an unknown enemy."

Each curveblade has the following properties:

Disarm Immune. As long as you are conscious, you cannot be disarmed of this weapon.

Dual Damage. This weapon can deal one of two damage types. You must declare the type of damage you wish to deal before making your attack.

| Name | Cost | Damage | Weight | Properties |
|-----------------|------|--------------|--------|--|
| Martial weapons | | | | |
| Curveblade | 20gp | 2d4 piercing | 3 lbs | Finesse, dual damage (slashing), disarm immune |



JIRALHANAЕ

""They are beasts, in essence and action."

– An ancient wizard, studying Jiralhanae society from afar.

Jiralhanae are a race of sapient ursa-like beasts that are unmatched in their sheer aggression and tribal brutality. They have a vicious rivalry with the sangheli, and the two races are constantly at war with each other. What jiralhanae lack in brains or any form of sharp wit, they make up for with sheer brutality and their pack tactics. A single jiralhanae can take punishment that would leave most others a bloody smear on the floor. Jiralhanae are fiercely territorial and hunt in packs all the time, searching for prey, either for food or for sport. Dictatorial and just tactically sound enough to survive, jiralhanae are not to be trifled with. Thankfully, few people have made the mistake of trying.

SAVAGE AND TRIBAL

Jiralhanae have earned the moniker of "Brutes" by most other races, originating from human society. They most certainly live up to this reputation. In spite of years of evolution, jiralhanae live in a sort of permanent tribal society, marked by a dictator called a "Chieftain", who rules over his people with an iron fist. The only reason jiralhanae have not become a more fierce enemy is because their tribes are constantly at war with one another. Jiralhanae take an uneasy amount of joy in vicious and bloody activities, often hunting down other creatures, sentient or not, purely for sport, and even name their weapons after ways of causing injury.

Jiralhanae are extremely zealous creatures, and have a tendency toward faith to an extent that is seen in few other species. Give them a god that represents primal strength and brutal glory, and you will have some of the most fiercely loyal followers around. This zealotry is both their greatest strength and their most exploitable weakness. A jiralhanae will always fanatically follow the suggestions and orders of those it considers to be a religious leader or the chosen of their god or gods, even if to do so would lead them into suicidal situations where they most certainly would meet a grisly end.

PRAGMATIC AND FORCEFUL

Jiralhanae fight with no sense of honor or fair play. They are entirely focused on winning as quickly and with as much of an advantage as possible. Jiralhanae always hunt in packs, and hardly ever fight alone, unless the chieftain is challenging another higher ranked warrior to a duel, usually another chieftain. They prefer weapons that cause as much damage as possible to a target. Their strategy is to wound as many enemy combatants as possible so the pack can move in and slowly finish them off one by one. Jiralhanae are capable of a remarkable sense of discipline when organized in such packs, so long as their leader is capable and powerful. If a jiralhanae is sufficiently angered, either because pack mates have been killed or they've been sufficiently wounded, they often descend into a highly aggressive and deadly berzerker rage, driving even the most hardy of foes away in sheer terror.



BIG, STRONG, AND HARD TO KILL

Jiralhanae are called "Brutes" for a reason. They're extremely tall and impossibly strong. They can lift objects many times their weight and can crush the skulls of lesser creatures with their bare hands. Their thick hides are extremely resistant to harm, and their fur further protects them from a mild amount of damage. They're very stocky and hard to move. They are ape-like in their stature, and bear-like in their aggression. Their mouths are full of extremely sharp canines, with two tusks forming from the bottom of their jaws. These tusks, along with their hands, are potent natural weapons, and make them extremely dangerous to deal with up close. Their skin is often marked with tribal tattoos etched in ink using a very painful process. This is often a trial for young jiralhanae boys to transition into manhood, along with an excruciating gauntleted combat trial.

JIRALHANAЕ SOCIETY

Jiralhanae are dominated by a fierce pack culture, and focus heavily on family lineage. Each jiralhanae tribe is run by a chieftan, a dictator who got his place by being the strongest and most cunning of his tribe. Dominance is established by the social, marital and sexual achievements of the tribe's patriarch. He will have many wives and concubines, a slew of servants or slaves, and have slaughtered thousands of individuals. In order for a new chieftan to rise to power, he must establish dominance once the previous leader dies of old age, or commits patricide and kills him in one on one combat. Such a challenge is not to be taken lightly or made on a whim, as there is no backing down from such a fight. It ends only when one of them is dead. The chieftan is marked by his wielding of a hammer instead of a bladed instrument.

Jiralhanae have various grooming styles to denote their status and affiliation to their pack. Some are completely clean shaven, down to the skin, and others sport mohawks and beards, or are fully covered in fur. Tribal markings can take the form of tattoos, brands or scars. A jiralhanae isn't considered a true warrior unless he has a certain number of battle scars visible on his body.

Jiralhanae don't necessarily have a formalized military structures when fighting in wars. Instead they form into divisions made of a single prime chieftan, who commands the entirety of the jiralhanae army. The army is made up of packs which are lead by a single war chieftan, that consists of smaller squad packs lead by a chieftan. This simple structure allows them to operate at peak effectiveness when in combat. Females are hardly ever allowed to fight in combat or serve any strenuous role, but lately this trend has been faltering a bit as their wars rage on with the sangheli.

JIRALHANAЕ NAMES

Most jiralhanae have very classical sounding names. They're often very eloquent and smooth sounding, contrasting their innate brutish nature. Sometimes they'll have a suffix at the end of their names, but this isn't always the case.

Male Names: Atriox, Bracktanus, Castor, Cethegus, Decimus, Lydus, Malleous, Maccabeus, Rukt, Tartarus

Female Names: Aila, Artemis, Athena, Calliope, Camilla, Dido, Jocasta, Juno, Leto, Pax, Phoebe, Rhea, Thelia

JIRALHANAЕ TRAITS

As a jiralhanae, you get the following traits, granted to you from your tribal lineage and naturally stocky build.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Jiralhanae age and mature at about the same rate as humans, and live to be around 100-180 years old.

Alignment. Jiralhanae are naturally wild and brutish, and even their packs are only loosely held together by a structure of power and dominance. They thrive on the thrill of being wild and the respect of power and power alone being the deciding factor of things. Most jiralhanae are chaotic evil as a result of this, but can tend toward any non-lawful alignment on the spectrum.

Size. Jiralhanae are very big and very tall, ranging from heights exceeding 8-10 feet high, and average about 1,100 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision out to a range of 60 feet, gained from your experience with hunting with your pack during the night, eager to catch your prey unaware.

Jiralhanae Weapon Training. You have trained yourself to master the vicious skullcracker known as a "Crusher". You have proficiency in crushers.

Stocky. Your carrying capacity is doubled.

Natural Weapons. Your fists and your teeth are considered natural weapons, and you are considered proficient with attacks you make with them. Your fists deal 1d4 bludgeoning damage on a hit, and your teeth deal 1d4 piercing damage on a hit.

Dominant Presence. You have proficiency in the Intimidation skill and can use Strength, instead of Charisma, for checks made with this skill.

Battle Frenzy. As a reaction to taking damage or seeing a creature friendly to you drop to 0 hit points, you can ditch all sense of reason and go into a primal bloodlust. Until the end of your next turn, you can only make attacks with your natural weapons, and can make two attacks when you take the attack action on your turn, as well as another attack as a bonus action. You cannot add your ability score modifier to the damage of this attack, unless that modifier is negative. Your unarmed strikes and natural weapons deal 1d8 damage on a hit. Once you use this feature, you cannot use it again until you complete a long rest.

Languages. You can read, speak and write Common and Jiralhanae. Jiralhanae can hardly be called a language, as it consists mostly of barks, howls, and pheromones that indicate mood via smell. Young jiralhanae have trouble controlling these musks until they grow older.

THE CRUSHER

Crushers are primitive, yet surprisingly effective weapons that are extraordinarily dangerous among jiralhanae. Only jiralhanae with a very high standing in their tribe are allowed to wield such a massive and destructive weapon. Notable crushers can even get names, such as "Fist of Rukt". Truly, a jiralhanae with a crusher is a fearsome sight indeed.

Crushers have the following special property:

Crusher. You have disadvantage when you attack a target within 5 feet of you if you do not also have a friendly creature within 5 feet of you.

| Name | Cost | Damage | Weight | Properties |
|------|------|--------|--------|------------|
|------|------|--------|--------|------------|

| | | | | |
|----------------|--|--|--|--|
| Simple Weapons | | | | |
|----------------|--|--|--|--|

| | | | | |
|---------|------|------------------|--------|-----------------------------------|
| Crusher | 15gp | 1d12 bludgeoning | 15 lbs | Two-handed, heavy, reach, special |
|---------|------|------------------|--------|-----------------------------------|





UNGGOY

"It's so shiny! Me seem to member things looking preeeeeetty bleak there for a while, with me an' all the other Unggoy spendin' years just mostly running away from green demons, or mean boss flappy-mouths who just wanted to make sure we got shotted at first. But now... well now the blue lady helps us. I meen, it's weird and confusing and all because she used to help the green guy be mean to us, then she was mean to the green guy, then nice to us... I don't know, she's definitely the most confusing blue lady I've seen – I mean, she's really the ONLY one I've seen, but whatever. Anyway, she must have feeled bad for us getting' kicked around all the time cause now she sends us stuff to eat and things to be builded..."

– Hamyap the Unggoy, rambling about who knows what.

Unggoy, commonly known as "Grunts" by almost everyone except them, are a species of bipedal apelike beings that share many traits with arthropods that are considered some of the weakest and most neurotic of species in the worlds they inhabit. Their lives and the way they are treated by most other species are one of the greatest ironies encountered. While on their own, a single grunt is hardly to be considered a threat, when in groups or united under a common cause, unggoys are some of the most tenacious and fierce creatures ever encountered.

STARK IN THE FACE OF TRAGEDY

Most unggoys grow up with the idea that only the most tenacious individuals in the most tightly knit of communities will live to see adulthood, and their lack of any sort of formal warrior society and natural cowardice and peacable, naive nature means that if an unggoys society is not driven to extinction due to the harsh environments they tend to live in, that they'll be quickly conquered or wiped out by other species' military forces. Other species tend to regard unggoys



with distaste or contempt, and see them as little more than second class citizens in society, and cannon fodder in war. Only recently, when other species have tested the patience of this otherwise pathetic peoples, did they come to see that centuries of growing up in such strong communities under such terrible conditions has made unggoys stark survivalists. Their sheer numbers and surprising ability to adapt and learn make unggoys more than able to outlast any enemy force, no matter how superior or well armed.

GREGARIOUSLY CULTURED

Most unggoys, due to their awkward speech dialect and general lack of military cunning, are seen by most as being incredibly dim-witted and dense. However, this couldn't be more untrue, as most unggoys are extraordinarily resourceful and intelligent. Unggoys are very interested in learning about the cultures and styles of others, especially humans, and often start trade agreements on black markets or with willing societies in order to collect seemingly mundane aspects of

their societies. Unggoy are especially fascinated by human society, as they in many ways remind them of themselves. Humans, likewise, treat the unggoy with perhaps the least amount of disrespect, and the two often intermingle.

Unggoy society generally consists of small tribal societies linked under a matriarchy. One matriarch splits power among lesser matriarchs. They tend to reproduce in vast numbers due to the nature of the lands they live in, and play games in order to pass the time. Unfortunately, not much else is known about original unggoy culture, due to their tendency to integrate and absorb other aspects of different societies into their own, by choice or otherwise.

RUGGED, AGILE, AND LETHAL?

Unggoy's physiology has evolved based on their need to survive against the many natural predators and dangers they have in their environment. They are stocky in their build, with oversized forearms that they use to walk. Their legs are stubby, but strong enough to hold them upright without the use of their arms, even when carrying heavy things. They have exoskeletons made of a sort of chitinous armor that is thicker around their limbs and on certain parts of their faces. Their maws are lipless and lined with small, sharp teeth, and their noses consist of two holes on a wide set face. The most notable feature of unggoy, and one of which is very unfortunately well documented, is their blood. Unggoy bleed a luminescent blue-teal blood that glows in the dark. Unggoy have a surprisingly developed sense of smell, which serves as their one advantage, due to their senses being dulled by a natural narcolepsy that most unggoy suffer from.

UNGGOY NAMES

Unggoy take names that have very simple phonic pronunciations. The concept of family names has long been lost to unggoy culture, and instead, surnames include a place of birth or the name of a famous leader or bloodline within their family, or famous landmarks around their hometowns.

Male Names: Avir, Bobo, Dadab, Dimkee, Flim, Flimflam, Jubjub, Kwassass, Miikar, Yabda, Yapyap, Zawaz, Zuzu

Female Names: Ada, Beduu, Deedee, Haba, Juju, Laplap, Leedee, Mako, Meeko, Nunu, Sooko, Xeno, Zeeree

Surnames: Daughter of Yapyap, archdeacon of Zim; Of the snowridden planes of Balaho Son of Jubjub

UNGGOY TRAITS

Your unggoy character has a vast array of traits gained from their natural abilities and tenacious nature.

Ability Score Increase. Your Intelligence score increases by 2, and your Charisma score increases by 1.

Age. Unggoy mature at around the same age as humans, and tend to live to be around 70 - 80 years old on average.

Alignment. Most unggoy have no leaning to any particular alignment, even in spite of their societies, unggoy are very diverse in their moral and political leanings.

Size. Unggoy are around 3 - 4 feet tall and weigh an average of 250 lbs. Your size is Small.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Narcolepsy. You are naturally sleepy, and have a problem with fatigue. You need 7 hours of sleep as opposed to 6 in order to get the benefits of a long rest, and must sleep for 1 hour to gain the benefits of a short rest. You have disadvantage on Perception checks that rely on sight and hearing for 1d4 hours after completing a short or long rest.

Shrill. Your naturally loud voice can really project when using magic. Any spell with a vocal component has its range increased by 10 feet.

Group Tenacity. You are at your best when fighting with a group. You have advantage on saving throws against being frightened when within 10 feet of a creature friendly to you.

Bulky Arms. In spite of your small size, you can wield heavy weapons without getting disadvantage on attack rolls made with them. You can also hold weapons without the finesse property with one hand, provided that weapon also has the versatile or light property.


Keen Nose. You have advantage on Perception checks that rely on smell.

Fast Learner. You can learn new skill and tool proficiencies or a new language in half the normal time.

Naturally Talented. You learn one additional skill or tool proficiency of your choice.

Languages. You can read, speak and write Common, Unggoy, and one additional language of your choosing. Unggoy language consists of high pitched barks, growls, chortles, squawks and squeaks.





KIG-YAR

"Arbiter, our savior! Stupid Jackal, say thank you!"

– Poonflip the unggoy, berating a kig-yar

Kig-yar are a part avian, part reptilian species of creatures that are notorious for piracy and well known for their vicious, self governed societies. Known as "Jackals" by other races, given their naturally scrappy nature and tendency towards piracy and other forms of crime and petty theft, kig-yar are cunning, ruthless, and brutal, and seek only to serve their own needs or the needs of their clan. Kig-Yar are naturally drawn to the scent of wartime, adventure and loot, and the sight of gold or useful resources is enough to make them salivate through their beaks. Most kig-yar will do anything for the right price, be it assassination, subterfuge, information gathering, and, most commonly, serving as mercenaries for armies. Very few people will place their trust in a kig-yar or make deals with them, and rightly so, as they will just as quickly stab you in the back as shake your hand. These vicious creatures are constantly in conflict with the unggoy, and the two races hate each other. It's not so strong that they will attack each other on sight, but it's palpable.

PIRATES, CUTTHROATS

Kig-Yar revere pirates, and their greatest achievements and most legendary heroes are almost universally associated with skullduggery and violence out at sea. Every kig-yar chick dreams one day of shedding his landborne tether and taking to the seas for a life of freedom and adventure. Unfortunately, they also dream of taking this life and freedom from other creatures.

Their clan based society does little to quell such fantasies. Kig-yar government, if it can even be called that, is a strict and fierce matriarchy, where one brood-mother rules over all others. Males in Kig-yar society are "henpecked" by their females, and are often assigned to service and military infantry rolls. Females are in control of breeding rights, territory, familial organization, and control of major assets. Males of the society often turn to piracy as a means to make extra loot for their brood-mother. Their power is such that any other form of government that exists has little to no power in other society.

SOCIALLY CONTROVERSIAL

Kig-Yar are a very closed off race. They look out primarily for their own, and especially their brood-mothers. They treat anyone outside of their clans, including other Kig-Yar, as potential targets to be exploited for monetary gain. A kig-yar makes plans to kill, rob, or ditch everyone they meet, and only those who have truly earned their trust are almost entirely safe from such plots. Even as chicks, kig-yar learn the ways of the pirate, being trained in ship-piloting, navigation and mischief. This of course, leads most other races regarding kig-yar with caution at best, and blatant distrust at worst. Kig-Yar do not mind this mistrust and fear, in fact, they revel in it. They often let their reputation precede them when they raid target ships and invade nearby villages to steal supplies. Kig-Yar that happen to break this trend of piracy have centuries worth of stereotypes and stigma to prove themselves against before they can even hope to earn the trust of those they choose to associate with.

FEARSOME AND AGILE

Kig-Yar's avian build, while not allowing much in the way of flight, makes their species extraordinarily agile. They're tall and lanky, with sinewy muscle making up a vast majority of their body. All but the Ibie'shans have elongated beaks that are lined with razor sharp teeth. Their skin ranges from a sallow tan or a grayish black. Kig-yar have either feathery or scaly growths extending from their heads, elbows and backs, and large eyes. Such builds allow them to leap extraordinarily high distances into the air.

Kig-Yar have three subspecies that hail from different sorts of areas. The most common is the Ruuhtian, which is the most hybrid-like of the three, and contains elements from their reptilian and avian ancestors, and can live in nearly any environment. The second most commonly seen are the T'vaoans, a mostly avian and feathery subtype that commonly live in tropical areas or dense jungles, where their increased athleticism makes navigation and flanking prey easier. The least common, and perhaps the most resemblant of their reptilian ancestors, are the Ibie'shans. Their bodies are generally more muscular in appearance, and their beaks are replaced by a more dinosaur-like snout. These species thrive in volcanic and dry, hot environments.

KIG-YAR NAMES

Kig-Yar names often consist of a single syllable, with two consonants and a vowel. Family names are not as prioritized among kig-yar, and it's not common that they'll refer to it when addressing themselves. Sometimes kig-yar females of a high ranking will have a prefix before their name that consists of a single, soft syllable, sometimes broken up with an apostrophe and an R.

Male Names: Bok, Dak, Deek, Durk, Gak, Jak, Lar, Karr, Kep, Murk, Nor, Pik, Pon, Resh, Sav, Reth, Vam, Yeg, Zhar

Female Names: Chon, Creer, Diit, Durn, Fel, Hak, Jav, Leen, Krith, Mut, Pan, Peeg, Sar, Seenk, Sur, Von, Yar

KIG-YAR TRAITS

Your kig-yar character has a deal of traits that come from their seely background and avian features.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Kig-yar mature at around the same rate as humans, but live somewhat shorter lives, around to 50-70 years of age.

Alignment. Most kig-yar live for themselves and themselves alone. Altruistic members of their species are very rare. Any sense of law or loyalty only partly lies with their brood mother. Thus, most kig-yar tend toward neutral or chaotic alignments, with a tendency towards evil.

Size. Kig-Yar are very tall creatures, averaging around 6-7 feet tall, and weigh around 190 pounds. Your size is Medium.



Speed. Your base walking speed is 30 feet.

High Jump. Your jump distance is doubled, and you only need to run 5 feet to make a long jump.

Avian Sights. When you make a Perception check involving sight at a distance beyond 30 feet, you are considered proficient in the Perception skill and double your proficiency bonus in checks made with that skill.

Natural Weapons. Your bite and your claws are fearsome weapons. You are considered proficient in unarmed strikes made with these weapons. Your claws deal 1d4 slashing damage on a hit, and your bite deals 1d4 piercing damage on a hit.

Languages. You can speak, read, and write Common and Kig-Yar. Kig-Yar is a very guttural language that closely resembles Sangheili, but varied up with squawks, snarls and hisses. Kig-Yar cannot form a proper "I" sound when speaking Common.

RUUHTIAN

As a Ruuhtian, you are stalwart and knowledgeable, with a natural connection to the ground you walk on. Ruuhtians are excellent at subterfuge and make excellent marksmen.

Ability Score Increase. Your Wisdom score increases by 1.

Ranged Expertise. The normal range and the maximum range for your ranged weapon attacks are increased by 10 feet.

T'VAOAN

T'vaoans are as strong as they are nimble, and use their sheer speed and athleticism to outwit and outmaneuver their enemies. They disappear and reappear like blurs, and hardly stay in one place for long.

Ability Score Increase. Your Strength score increases by 1.

Agility of T'vao. Your base walking speed is increased by 10.

IBIE'SHAN

As an Ibie'shan, you are intimidating and durable, and the closest thing the kig-yar could call a warrior. You are deadly, cunning and intimidating, and are a force to be reckoned with, either at sea or on land.

Ability Score Increase. Your Constitution score increases by 1.

Reptilian Horror. Your appearance is alien and frightening when you are angered. You have proficiency in the Intimidation skill.

Ibie'shan Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

